

Welcome to Sonic's comic book adventures—a world unique & beyond what you know from the SEGA games! Where Sonic and his friends work to save the world from the forces of evil!





Twenty-five years ago, a super-fast hero took the video game market—and the world—by storm! As Sonic the Hedgehog turns the big "Two-Five," we blast to the past for some Classic Adventures!

With Dr. Eggman's defeat and the apparent destruction of the Death Egg, the Kingdom of Acorn was saved! Sonic resumed his wandering ways, traveling the world and seeing its many marvels!

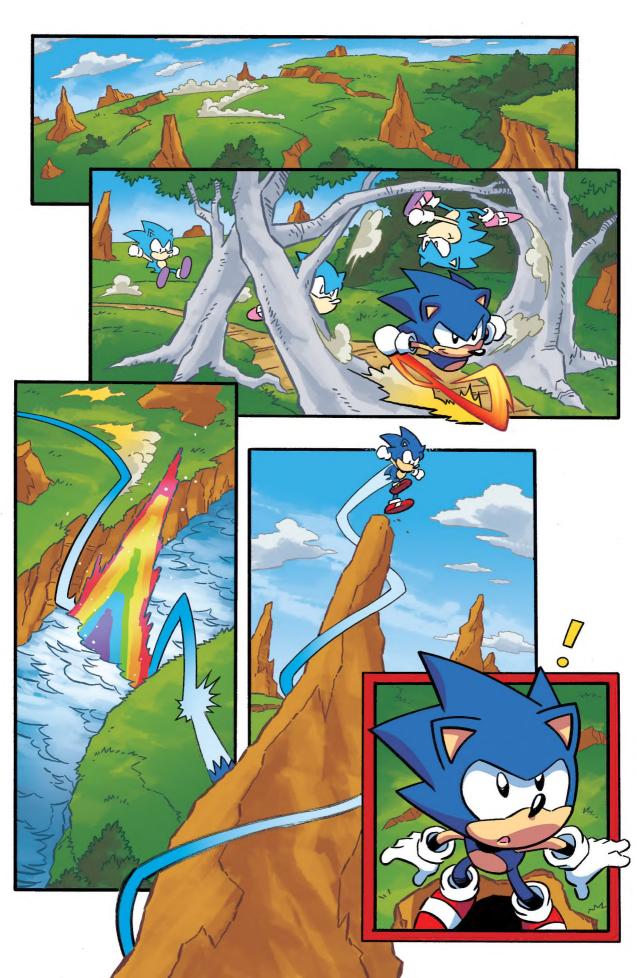
We join him now as he races towards Never Lake, and the rare wonder it hosts...



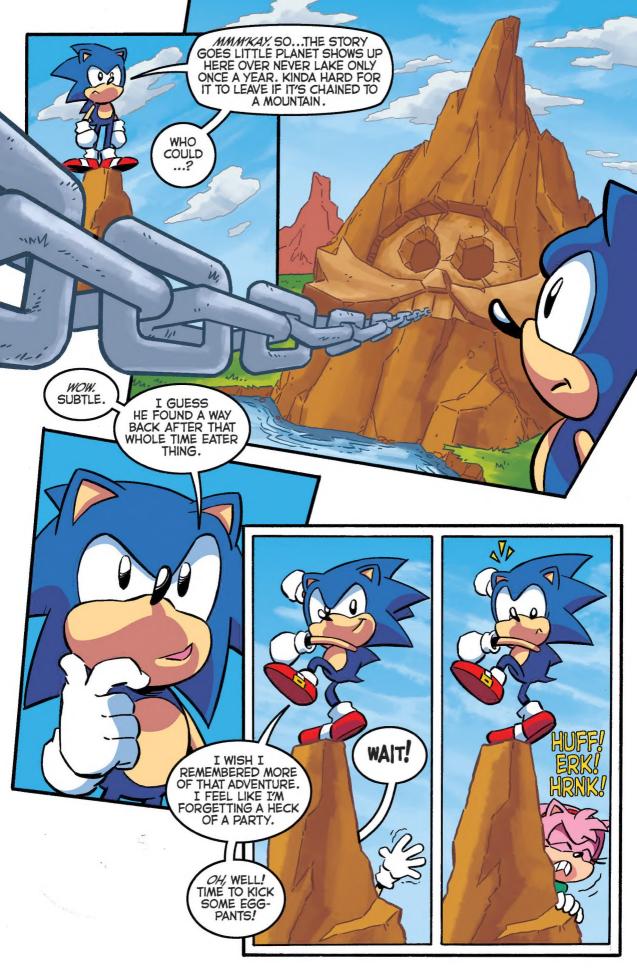
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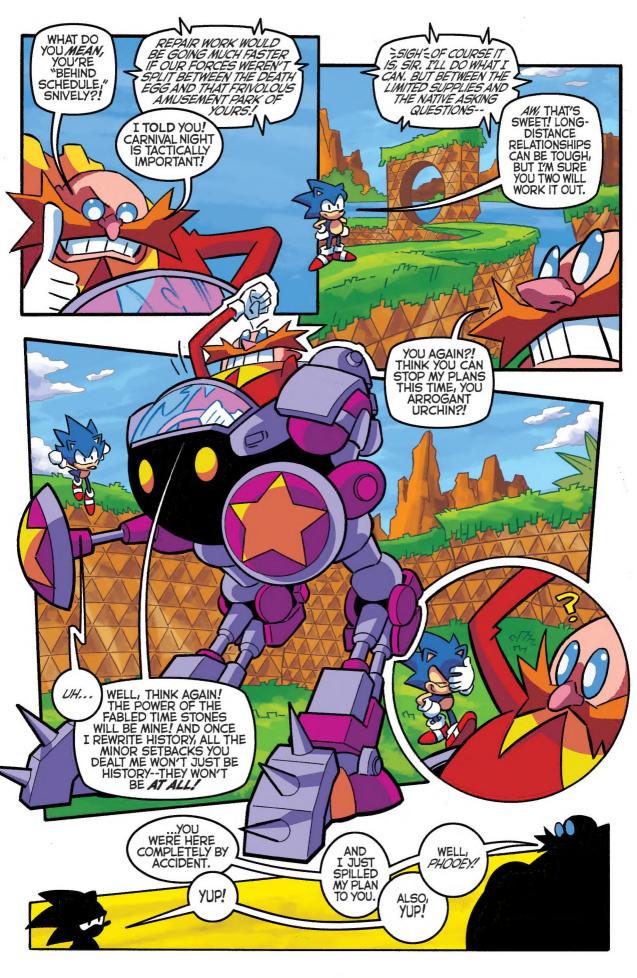




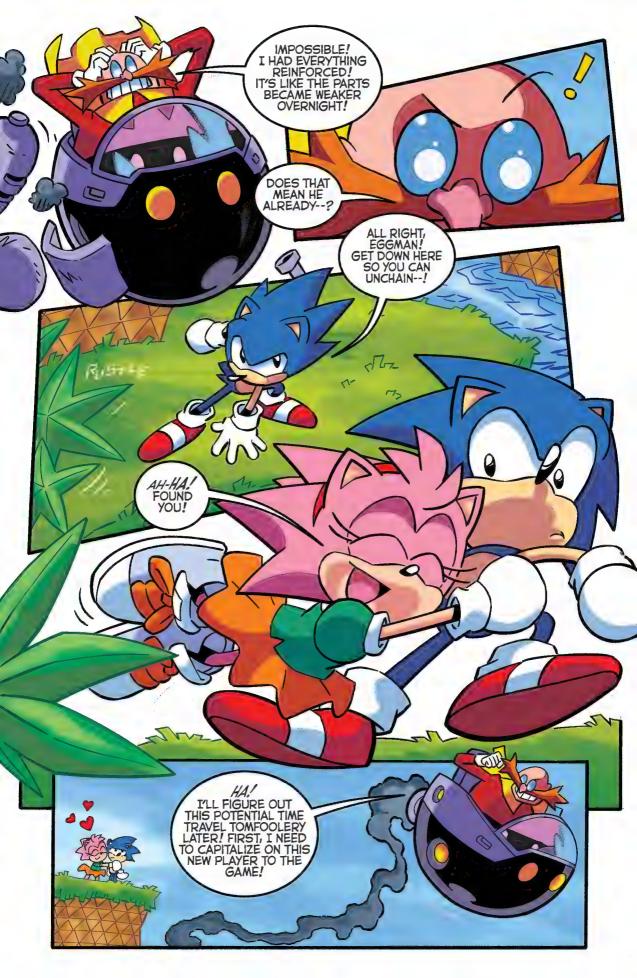




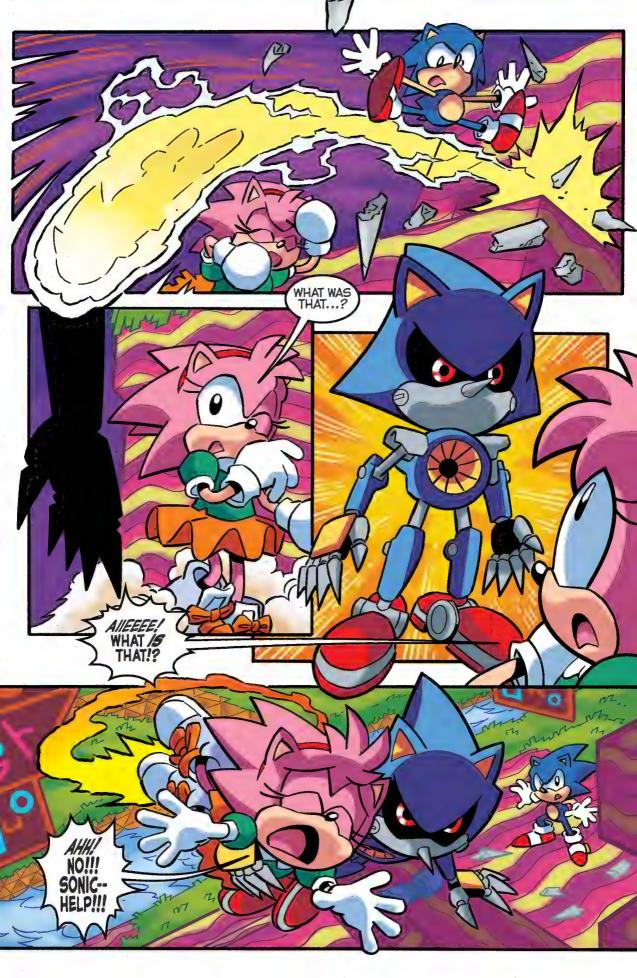


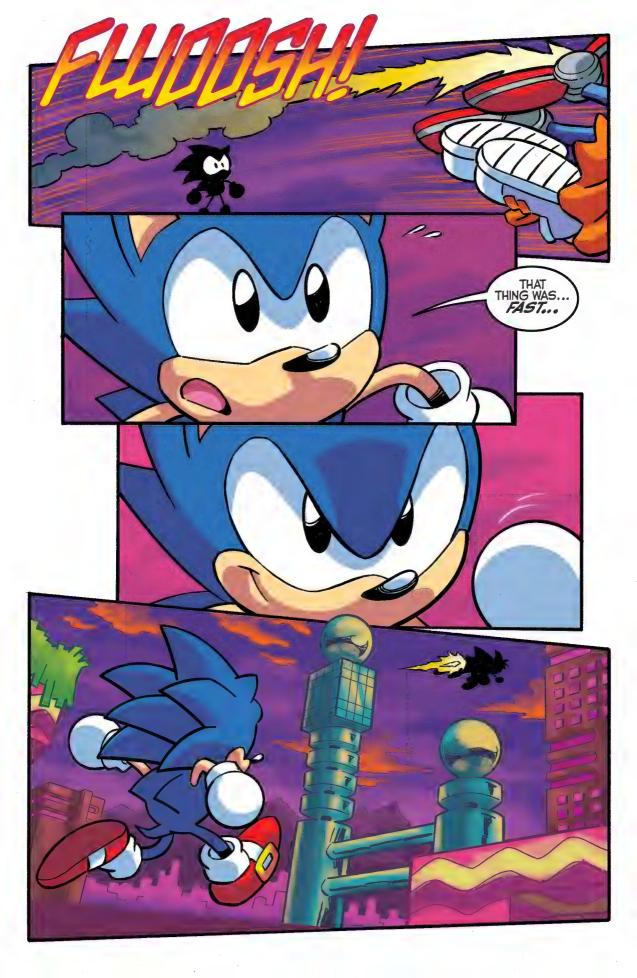








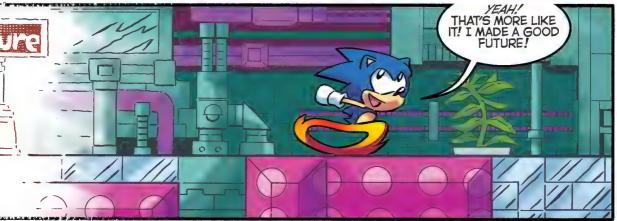


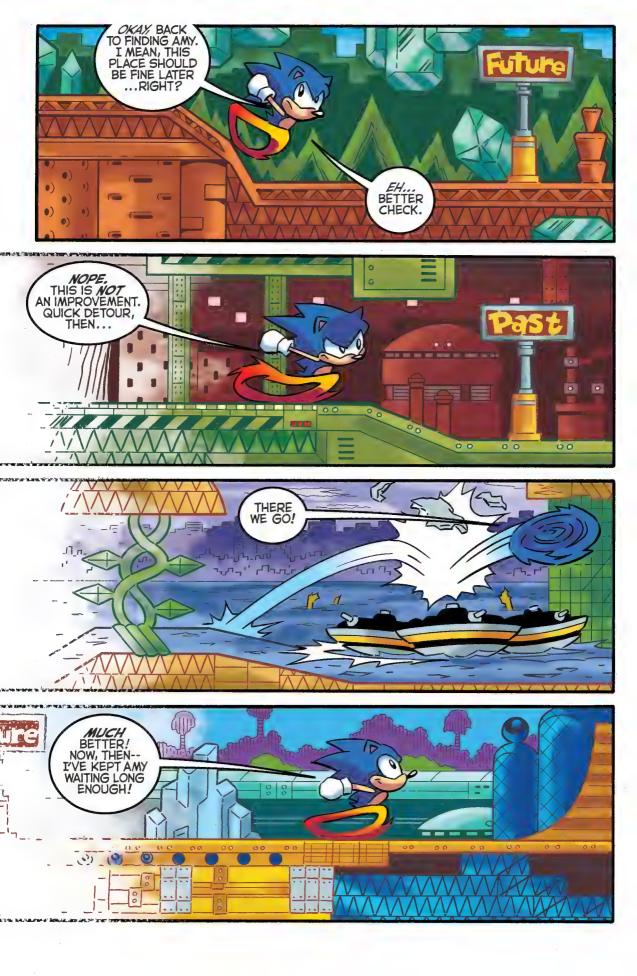


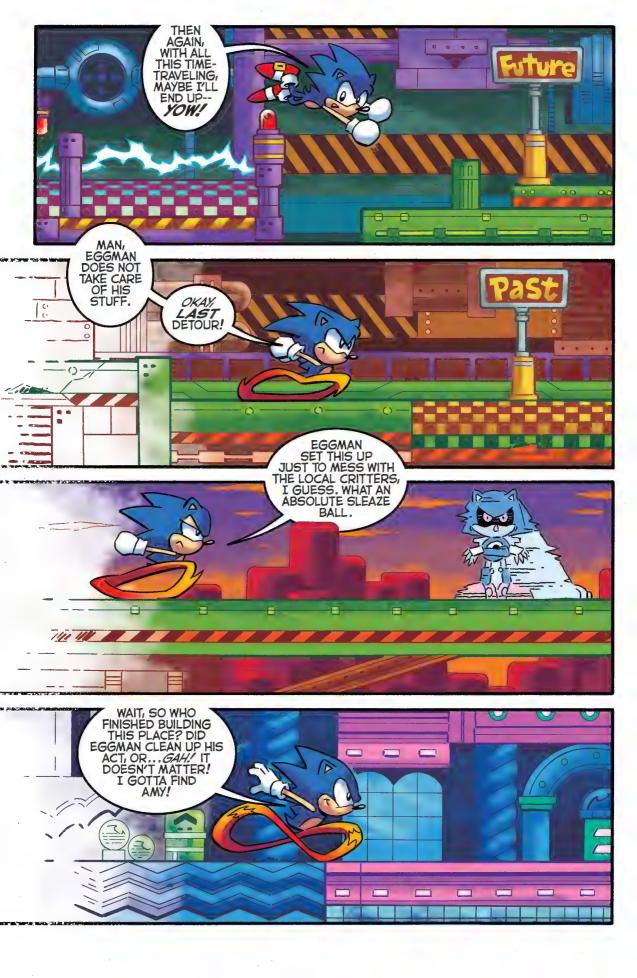




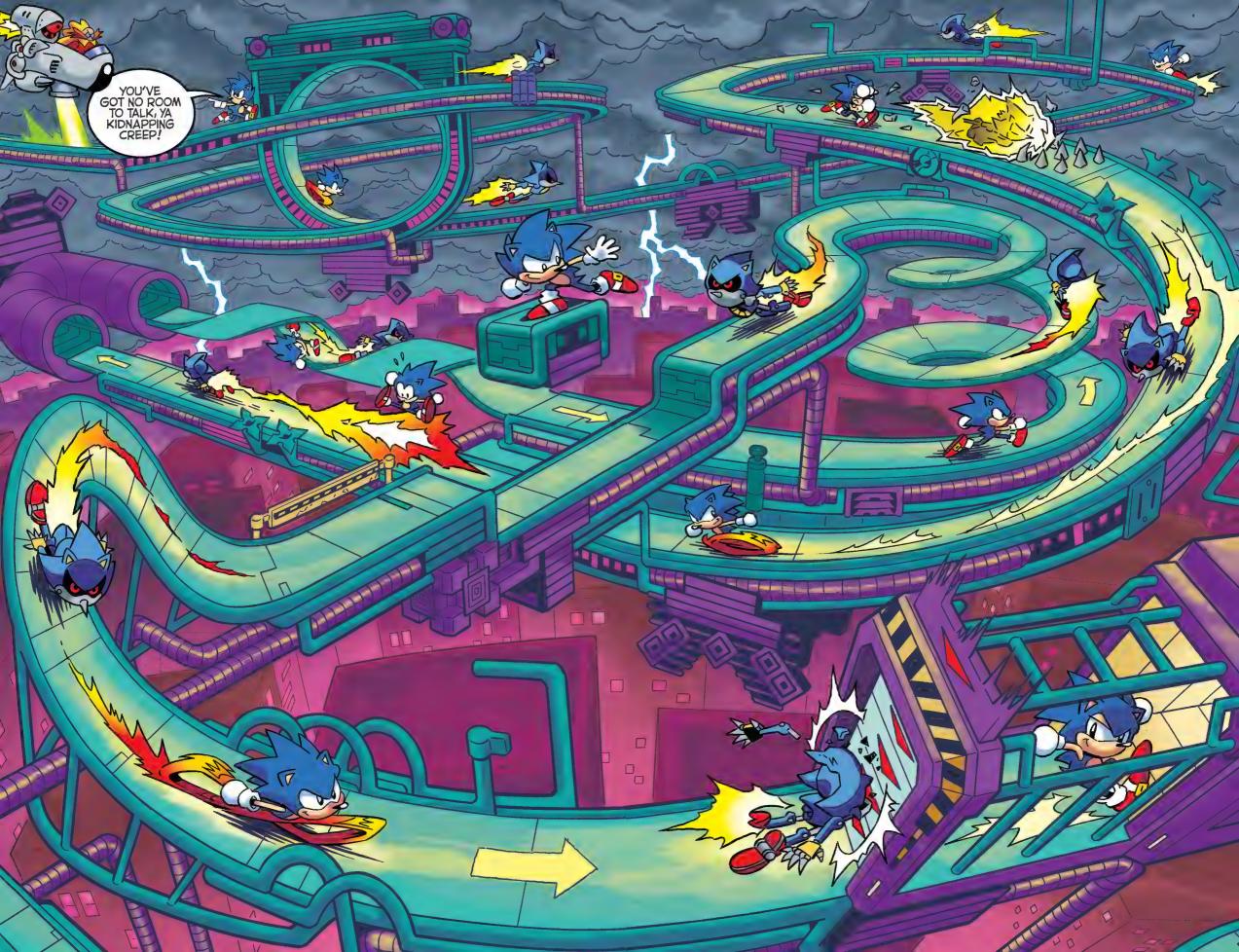
















Editorial commentary that keeps you running faster and saves the planet from disaster!

## TIME AFTER TIME

Hey-ho, Sonic fans! If you're a long-time reader or super collector, you may have noticed something familiar about this issue. But what could it be? Lets see... we have Amy Rose, Little Planet, time travel and Metal Sonic... HEY! This is just Sonic #25 again, isn't it?

The answer is "YES" & "NO"!



Gabriel Cassata did a wonderful job honoring the painterly style of Sonic CD's animations!



RIGHT: The amazing 2-page spread race scene pencilled by Tracy Yardley! I ran around the office and showed everyone when it came in 'cause I was so excited!



LEFT: STH #25's awesome 2-page

spread by Patrick Spaziante!

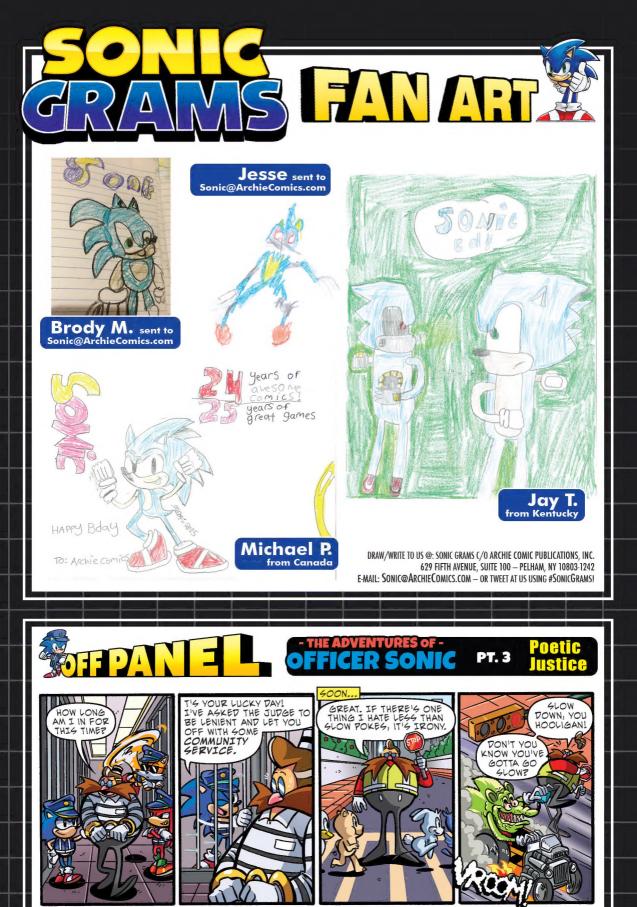
While the original Sonic CD adaption was awesome and fun, we

decided to stay even closer to the original game this go-around. What did you think? Which issue do you prefer? Let me know! Or don't. The choices are yours and yours alone!

Now if you'll excuse me, I have some Time Stones to find!

– Vincent "Vin" Lovallo Editor





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